XBOX
METAL
DUNGEON
メタルダンジョン
KICAT
INTERACTIVE

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including . ashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to . nd this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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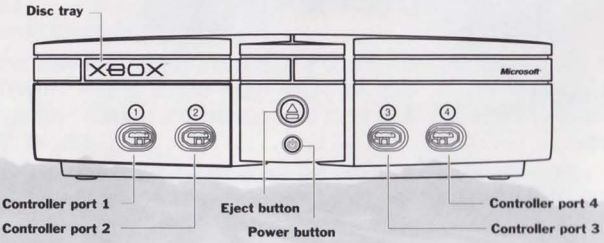
GAME CONTENTS

Metal Dungeon is a labyrinth scavenging type RPG.
Players will become cyborgs, known as "Reinforcers." Players will go through the Dungeon, searching for weapons, armors, and other items necessary to achieve the goal of defeating the wakened demon, deep within.

Please, be careful of traps and enjoy this game.

GETTING STARTED



1. Set up your Xbox video game system from Microsoft by following the instruction in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Metal Dungeon disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instruction and refer to this manual for more information about playing Metal Dungeon.

Avoid Damage to Discs or the Disc Drive

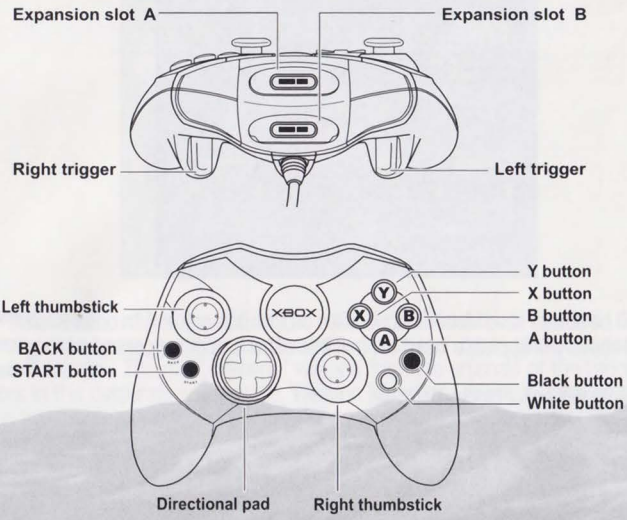
To avoid damage to discs or the disc drive:
Insert only Xbox-compatible discs into the disk drive.
Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
Do not leave a disc in the Xbox console for extended periods when not in use.
Do not move the Xbox console while the power is on and a disc is inserted.
Do not apply labels, stickers or other foreign objects to discs.

In Game Pause Menu

To pause a game in progress, press START at any time.
The following Pause Menu will appear:

- Music Volume Adjustment
- SFX Volume Control
- Quit Game Level
- Back to Game Menu

CONTROLS



HOW TO USE THE CONTROLLER

Directional Pad/Left thumbstick
Moving the Menu Cursor
Moving the Player Character
Press up/Move up = Forward
Press right/Move right = Right turn
Press left/Move left = Left turn
Press back/Move back = Step back

Right thumbstick
Map scroll (Only when in Dungeon)

Right thumbstick button
Setting map positions and returning to initial set up

A button
Confirming messages, opening doors and containers, activating machinery, showing battle menu

B button
Cancel/Close windows

X button
Equipping during status check, Changing to spell menu

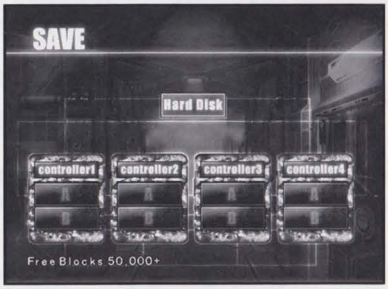
START button
Pause

BACK button
Change maps

LEFT/RIGHT triggers
Formation change
Character screen or turn page
Pull both at the same time during battle to escape

The following buttons will not be used:
White button
Black button
Y button

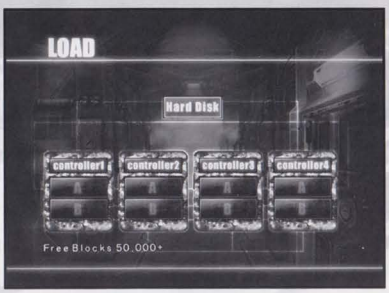
XBOX MEMORY UNIT



You will be able to save Metal Dungeon files on the memory unit. In order to save to the memory unit, please insert the unit into either slot of the controller port.

This game will use 7 blocks per save.

**Please insert the memory unit when the Xbox console is off. Also, please do not take out the controller or the memory unit while the power is on.*



STORY

Science, technology, and magic coincide in the world of Alansas. For many years, countries have been at war with each other over world domination. The most powerful weapon from the arsenals of the various forces in this desperate war was the "Weapon Monsters," biomechanical organisms that had been transformed into killing machines. After a series of setbacks, the leaders of the outnumbered forces of Giamel have been secretly planning the production of "Weapon Monsters." The scientists finally succeed in capturing the "Gods of Magic," a group of sorcerers whose powers are essential to the production of "Weapon Monsters." The production of the monsters begins. Soon, the scientists realize that they are unable to fully control the powers of the " Gods of Magic." Halfway through the production process, the sorcerers begin to partially awaken from their trances and, with powerful spells, take over the main computer, which controls the complex. Before they can react, the rampaging "Weapon Monsters," controlled by the "Gods of Magic," wipe out the entire group of scientists and guards.

It's only a matter of time before the sorcerers completely awaken. If these uncontrollable, magical fiends should completely free themselves from their trances, they might destroy the entire earth. The leaders cannot recall the regular army from the battlefield; instead, they dispatch an urgent communiqué to the special elite forces scattered throughout the world: "Eliminate the 'Gods of Magic' and recapture the research facility as soon as possible."

THANK YOU

Thank you for purchasing Metal Dungeon software for the Xbox Video Game System. In order to fully enjoy the game, please read this game manual thoroughly before playing. Please keep this manual in a safe place for later use.

HOW TO START GAME

Once the game boots up, it will show the brand logo and then move to the opening. After the opening, the Metal Dungeon title screen will appear. You can skip the opening movie by pressing any button.

Once "PRESS START" appears on the title screen, press the START button, and the start menu will pop up.

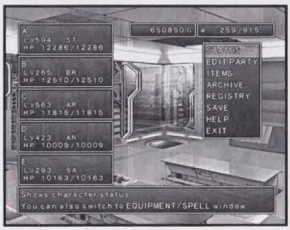
START MENU

When you press the START button on the title screen of "Metal Dungeon," you will be taken to the start menu and will be shown the following:

NEW GAME - Start a new game
LOAD GAME - Loads the saved game data
CONTINUE - Continue your search in the Dungeon. This is to load from auto save.

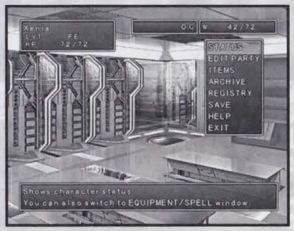
ABOUT SAVING

You can save your files on either the hard disk or the memory unit.
You will be able to save in either of the following two ways:



1. Save at BASE CAMP

Once at the BASE CAMP, select save. A save menu will pop up, allowing you to choose where to save. You will only be able to save over one spot.

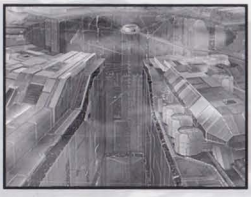


2. Auto-save within the dungeon

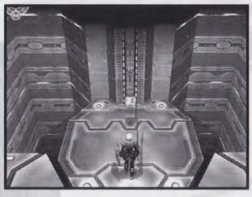
When you move to a different floor (through lifts or warps), the game will be automatically saved. When you choose "CONTINUE" on the start menu, it will load this data. Once you save at the BASE CAMP, this saved file will automatically delete itself (if you quit while in the Dungeon, it will be saved).

FORCE VALLEY STRUCTURE

Giamel's military facility no.4, aka "Force Valley," is shown here. Currently held by the "Demon Lord," it is overflowing with many "Weapon Monsters."



Surface
This facility is set up like the Dungeon itself, but it is much safer than in the Dungeon. Currently, it hasn't been taken over by the "Demon Lord, " and the "Reinforcers" are using it as a base.



Elevator
This elevator connects the surface with the underground. This is the only way of getting underground. The elevator is the entrance to the Dungeon.

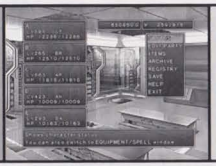
Underground
There are many developmental weapons within the grounds of Force Valley. The main purpose of this facility was for research on "Weapon Monsters." There are 10 areas, and the head of the "Gods of Magic," the Demon Lord, is located in the very bottom floor.

Since he is not fully awake, the demons that are farther away from him are not as strong as the ones nearer to him.

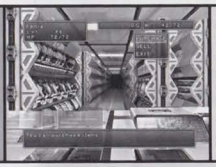
** From here on, the underground will be called the "Dungeon," and the ground facilities will be called the "surface."*

SURFACE COMMAND MENU

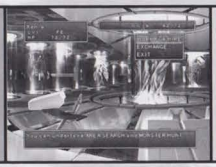
Once on the surface, a player may move to the following 6 places. If you choose the rightmost icon, the game will end and return to the title screen.



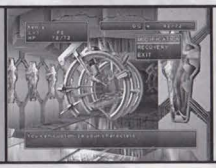
BASE CAMP
Creation/Deletion of characters, make party, choose items, equipment change, data saving area.



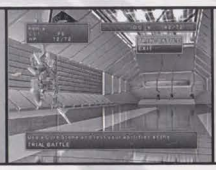
TRADE BOOTH
Buy and sell items and weapons



LABORATORY
Trade specific items, AREA SEARCH, and MONSTER HUNT contracts.



DOCK
Body upgrades, cures (status, death), and character level up.



TRIAL HALL
You may practice battles.

ENTRANCE
This is the entrance to the Dungeon.

**When you start the game, you will need at least one character in your party. When you first start the game, you will automatically start from the BASE CAMP. Please create a character.*

STATUS
Check character status. You can also change your equipment here.

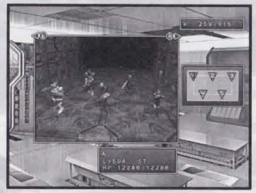
EDIT PARTY
You can create your party here with the characters you have created (up to five). You can also change the order of the party here.

ITEMS
You can look through the items at BASE CAMP and see what your party has. You can also store or take items out.

ARCHIVES
You can view the data of the monsters you have defeated, presently held items, and other data.

REGISTRY
You can create (register) or delete your characters here.

SAVE
This opens up the save menu.



About your party
You may have up to 5 characters per party, but you can create as many characters as you want. The fewer the characters in your party, the harder the game will be, and the more the experience points you will receive. Furthermore, if your character dies in the Dungeon and you want to retrieve the body from the preservation room, you will need empty spaces in your party to retrieve the body (if you want to get two bodies, you will need a party of three or less).

When you create your party, you will also have to distinguish between front line and back line. For further reference, please refer to page 26.

About items
For every item (including armors and weapons), there are weights (W) and ranks (R). To equip your characters, the items must be within each character's weight limit. The total amount must also be within your party's weight limit. If you are not going to use an item, you should either store it or sell it.

Character Creation
To start "Metal Dungeon," you must first create at least one character. After the first character, you will be able to create a party by adding other characters.
For character creation, please refer to page 14.

TRADE BOOTH

PURCHASE
Buy items that are up for sale.

SELL
Sell items you wish to sell.

LABORATORY

WORK FOR HIRE
You can sign a contract to do AREA SEARCH or MONSTER HUNT. If you are successful, you will receive a reward.

EXCHANGE
You can trade ELEMENTAL ORBS for special items.

About WORK FOR HIRE
Contracts may be made for AREA SEARCHES and MONSTER HUNTS. You will have to pay for the contract fee, but if you successfully complete the contract, you will get more money in return.

AREA SEARCH
Your goal is to search a given area. You do not have to complete the search to get a reward, but you will get more, if you search the entire area.

MONSTER HUNT
The point of this contract is to kill as many contracted monsters as possible. Killed contracted monster that are below the required level will not be counted as a kill. If your "hunt kills" don't go up, it means the area you are in contains monsters that are too weak for you.

Keep in mind that you can view the levels of the monsters in the ARCHIVES at your BASE CAMP. Keep your eyes on the levels; if they are much higher than you've encountered previously, you might be in trouble. Don't bite off more than you can chew!

**If you do not fulfill a contract, you will still be able to make a new one. However, you must pay for each new contract.*

DOCK

MODIFICATION
Upgrade to the next level.

RECOVER
You can cure your status or revive the dead.

ABOUT MODIFICATION

STATUS

To upgrade at the DOCK, you will need one of the following: POWER UP, ATTACH UNITS, ADD/REMOVE CHIPS, CHANGE TYPE. Not only will you need money, you must also have an item or FP.

You can raise your character's abilities. By raising the abilities, the character can level up.

By slaying monsters, you will receive FP (function points). These are needed for level ups. Use these to raise the status of your characters. Once you raise the status, you won't be able to lower it, so please be careful. Necessary FP to raise status varies with each type. For example, to raise +1 ARM, a FENCER would only need 2 FP, but a CASTER would need 4 FP Each character is able to hold up to About Status99 FP.

ATTACH UNITS

Equip units will raise the status of a character.

ADD/REMOVE CHIPS

You can install or uninstall spell chips for character(s).

ADD/REMOVE CHIPS

You can install or uninstall spell chips for character(s).

CHANGE TYPE

You can change your character's current type to a new one. You will need a special item for this.

TRIAL HALL

This is a testing ground to test your skills.

TRIAL BATTLE

You can battle against a new type of "Reinforcer." To challenge, you will need a Core Stone, and depending on the results, you might receive a reward.

ENTRANCE

The Dungeon Gateway. You can go to any area you have previously visited.

Creating characters
In creating new characters, you will find the following categories. You will not be able to change a character's information once it is chosen.

Creating characters
In creating new characters, you will find the following categories. You will not be able to change a character's information once it is chosen.

NAME
Create a name for your character. You may use up to 10 letters and or numbers.

SEX
Choose male or female. Different Faces are available.

TYPE
Choose a character type. Depending on the type, you will find various differences.

FACE
There are 12 different faces for each sex.

GEAR
Choose colors for each costume. There are a total of 8 different colors.

BODY
Move the left thumb stick to change body proportions.
[Use 2 pictures for comparison]

Original Status
Your character's original status will be shown. Status is decided by character type; you may choose a character's sex and face.

There are 10 character types in total. Each is unique.

BASE CHARACTER TYPE

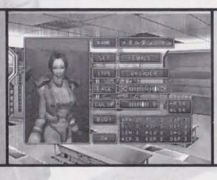
Types to choose from:

FENCER
A warrior type. Uses swords and hammers as weapons.
Specialty: Can cause damage to all enemies at front with "Shockwave."

STRIKER
A hand-to-hand combat type.
Can be equipped with knuckles.
Specialty: Can kill enemy instantly with "Deadly Blow."

CASTER
Uses magic to attack or help out other party members.
Can be equipped with rods.
Specialty: Can avoid enemy spells with "Spell-Resist."

ANALYZER
Its specialty is to retrieve data, and without a doubt, its ability with a gun is the best of any character.
Specialty: It can see the enemies' HP with "Scanning."



BROADER
A general-type class.
It can use all equipment
Specialty: N/A

SPECIAL CHARACTER TYPES

These can be obtained (changed) by using special items.

GLADIATOR
A combination of a FENCER and a STRIKER. It can use swords, hammers, and knuckles.

SPELL FIGHTER
A combination of a FENCER and a CASTER. It can be equipped with swords and rods.

ARTS RANGER
A combination of a STRIKER and an ANALYZER. It can be equipped with guns and knuckles.

SAGE
A combination of a CASTER and an ANALYZER. It can be equipped with guns and rods.

SUPERBROADER
A stronger version of BROADER. It can be equipped with everything.

**With the exception of scanning, all its abilities are performed at a certain rate.*

**When converting to a new special type, the abilities from the previous character type will be transferred to the new character type.*

**You can change your type at the DOCK, located on the surface. Your status will remain the same, but you will lose all EXP and FP. It would be wise to use all your FP before converting.*

**You can change to any base-type anytime you want. However, you will need to be a certain type to change into a special-type.*
I.e. to be a GLADIATOR, you will need to be either a FENCER or a STRIKER.

ABOUT STATUS

You will find the following status in the game

TYPE	Character Type
SEX	Male or Female
LEVEL	Level of Experience
HP	Your Hit Points. Characters will die at 0 HP.
MAX	Your maximum HP rate.
WL	The character's weight limit.
FP	Function points. Needed to raise status.
EX	Experience Points.
NEXT	Needed experience points for more Function Points.
VIT	Vitality. Once a character dies, this meter will go down. Once it reaches 0, you will not be able to revive that character in the dungeon (it can be revived at the DOCK).
RAIDS	This shows how many times you have entered the Dungeon.
AREA	Indicates how many areas you have already been through.
RANK	Your character's rank. This indicates the amount of experience you have gained each time you enter the dungeon.
STATUS	(Skill abilities)
ARM (ARMS):	The attack power of your melee weapons.
PHY (PHYSICAL):	This indicates how much your HP will go up upon leveling up.
CAR(CARRY):	Indicates weight limit.
BLO(BLOW):	The strength of your knuckle attacks.
AGI(AGILITY):	Indicates how fast you move, along with your aiming ability.
DEF(DEFENSE):	Indicates how much physical attack you can withstand.
SEN(SENSOR):	The higher the number, the easier you can undo traps and locate invisible guard machines.
RES(RESIST):	Indicates how well you can resist special attacks.
SHO(SHOT):	Indicates your gun's strength.
ASP(ATK-SPELL):	Indicates the strength of your attack spells.
ESP (EFF-SPELL):	Indicates your spell strength status.
DSP (DEF-SPELL):	Indicates the strength of your cure spells.

When raising the status of your character, you can raise to any level you like. However, the wise choice would be to raise the level of the necessary status for that particular type of character.

For example, it would be wise to raise the ARM for a FENCER, but for a CASTER, it would be wiser to raise the ASP, ESP, and/or DSP.

Creating characters

You can use Spells by equipping a spell chip. The amount of SP needed to use a spell chip varies by the chip. If you do not meet the requirements, you will not be able to use that spell chip. Keep in mind that spell chips do have weight. If the carry weight is over the limit, you will not be able to equip your character with the spell chip. Furthermore, the maximum amount of chips you can carry will vary by the type of your character.

TYPES OF SPELLS

There are three different types of spells:

ATK SPELL = Attack spells

DEF SPELL = Defensive/Cure type spells

EFF SPELL = Status/Move type spells

ATK SPELL

Burna
Fire Attack/Single Target/Weak damage

Burnab
Fire Attack/Single Target/Medium damage

Flara
Fire Attack/Single or Row Target/Weak damage

Flaron
Fire Attack/Single or Row Target/Medium damage

Refra
Ice Attack + Frost/Single Target/Weak damage

Refrab
Ice Attack + Frost/Single Target/Medium damage

Bliz
Ice Attack/All Targets/Weak damage

Blizan
Ice Attack/All Targets/Medium damage

Gusta
Wind Attack/Front Row/Weak damage

Gusti
Wind Attack/Front Row/Medium damage

Vacma
Wind Attack/All Targets/Weak damage (damage to party members as well)

Vacmab
Wind Attack/All Targets/Medium damage (damage to party members as well)

ATK SPELL (continued)

Thund
Thunderbolt Attack + Paralyze/All Targets/Weak damage (Attack rate 50%)

Thundmi
Thunderbolt Attack + Paralyze/All Targets/Medium damage (Attack rate 50%)

EFF SPELL

Powd
Lowers enemy attack/One Target

Powder
Lowers enemy attack/All Targets

Sof
Lowers enemy defense/One Target

Sofen
Lowers enemy defense/All Targets

Aslow
Lowers enemy agility/One Target

Alaslow
Lowers enemy agility/All Targets

Resid
Lowers enemy resistance/One Target

Residus
Lowers enemy resistance/All Targets

Stunni
Paralyzes enemy/One Target

Stunni x
Paralyzes enemy/All Targets

Speal
Cancels out enemy spell/One Target

Alspeal
Cancels out enemy spell/All Targets

Des
Kills enemy instantly/One Target

Desol
Kills enemy instantly/All Targets

Tuffa
Raises member attack/One Member

Tuffes
Raises member attack/All Members

Defensa
Raises member defense/One Member

Defenzor
Raises member defense/All Members

Boosta
Raises member agility/One Member

Boostor
Raises member agility/All Members

Resista
Raises member resistance/One Member

Resitar
Raises member resistance/All Members

Esca
Escape from battle/All Members

Sebala
Return to surface/One Member

Daylite
Return to surface/All Members

DEF SPELL

Recoa
Cures HP/One Member/Weak Cure

Recoab
Cures HP/One Member/Medium Cure

Alecoa
Cures HP/All Members/Weak Cure

Alecob
Cures HP/ALL Members/Medium Cure

Recoax
Cure HP/One Member/All Cure

Alecox
Cure HP/All Members/All Cure

Awak
Status Cure/One Member/Cures Charm and Panic

Liberan
Status Cure/One Member/Cures Paralyze

Restro
Status Cure/One Member/Cures Weakness

Speko
Status Cure/One Member/Cures Silence

Scorcha
Status Cure/One Member/Cures Freeze

Depoise
Status Cure/One Member/Cures Poison

Cumba
Status Cure/One Member/Cures Down

Wou
Status Cure/One Member/Revive

Cule
Status Cure/One Member/Cures all bad status

Alcule
Status Cure/All Members/Cures all bad status

Recplus
Status Cure/One Member/Cures all bad status and HP

Firesra
Resits/All Members/Resists against fire

Coresra
Resists/All Members/Resists against ice

Windsra
Resists/All Members/Resists against wind

Elesra
Resists/All Members/Resists against lightning

Daresra
Resists/All Members/Resists against darkness

Spesra
Resists/All Members/Resists against spells

There are more spells available. You will have access to only a few of them in the beginning, but the farther you get in the Dungeon, the stronger the spell chips you will find.

SEARCHING IN THE DUNGEON

A player enters the underground Dungeon from the 'ENTRANCE' of the underground facilities. You'll be able to go deeper as you fight against the monsters and cancel/break through traps in the dungeon that are ruled by the 'Gods of Magic.' The Dungeon has ten areas, and each area is divided into several floors.

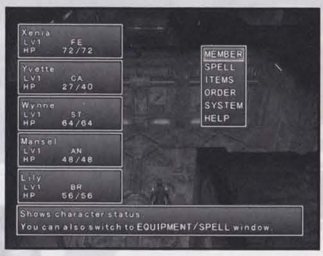
A guardian monster is waiting somewhere within each area. By defeating this monster, the players may advance to the next area.

Automatic formation of the Dungeon and Map

The 'Gods of Magic' took over the weapon-developing facilities and changed it into a complex dungeon. To keep out intruders, the Dungeon's form is constantly changed. You'll be able to challenge a new Dungeon every time you enter.

A map will automatically be created as you search inside the Dungeon. This will show your position within the Dungeon.

You'll be able to show/hide the map by pressing the BACK button and scrolling up or down by using the right thumbstick. (You'll be able to move the map back to the original position by pressing down on the right thumbstick button.)



DUNGEON COMMANDS

By pressing the B button, while searching in the dungeon, you'll be able to pause the game and show dungeon commands.

MEMBER
View the status of your party and change equipment.

SPELL
Use and check spells.

ITEMS
Use and check items.

ORDER
Change the order of your characters.

SYSTEM
Change the set up of the game.

BATTLE SPEED
Set up battle speed

BATTLE ANIMATION
Show/hide fighting movements during battles

DAMAGE DISPLAY
Show/hide damage status when attacked

BGM
Adjust Background Music volume

SE
Adjust Sound Effect volume

CONTAINERS

These are item boxes, in which weapons and armor are stored within the Dungeon. Traps are sometimes hidden inside. You can decrease the number of traps by strengthening the function parameters of 'SEN (SENSOR).' The character with the highest 'SEN' parameters can cancel a trap.

TRAPS

BURST
One character will receive much damage.

SPLASH
Some characters will receive medium damage.

EXPLOSION
The whole party will receive small damage.

POISONOUS GAS
Some characters will be poisoned.

SHOCK
One character will be stopped.

SPELL DRAIN
The whole party will lose one point from each of the character's SP.

SHORT
One character will lose one of its function parameters. (This won't change until returning to the surface.)

CHIP BREAK
A character's spell chip will be broken. (This won't happen if the target does not carry a spell chip.)

MEMORY ERASE
One character will lose half its experience points and FP.

VITAL DRAIN
One character will lose one point from its vitality.

FLOOR MOVE
The whole party will be teleported to another floor.

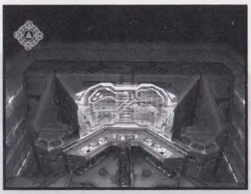
RETURN
The whole party will be teleported to the surface.

Traps may start when flying guard machines find you. (No battle)

SPECIAL FACILITIES WITHIN THE DUNGEON

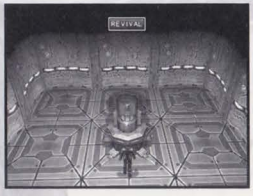
PRESERVATION ROOM
This facility is to lay characters in. Characters are preserved when the party has been totally defeated.

WARP ROOM
This is a transport facility. You will be transported to a different spot within the same area of the Dungeon.



TERMINAL ROOM
This is a computer terminal. You can start other facilities and cancel traps in the Dungeon.

LIFT ROOM
You can move up and down within an area using this lift.
(You cannot move to other areas with this lift.)



EFFECTS ROOM
Activating this device will cause a random effect to take place. The effect could be good or bad.

CONTROL ROOM
The area guardian monsters protect this room. You may have to clear special conditions to open the door.

GATE ROOM
This is another transport facility. You will be transported to a different spot within the same area of the Dungeon. To use this facility, you will need an "ENERGY ORB."

Effect types in the Effects room

HEALING
The whole party will recover HP.

SP CHARGE
The whole party will recover SP at the highest points obtained.

REVIVAL
One dead character will be revived.

TUNING
Each character will receive one point to its function parameter.

HP SHIFT
The maximum HP points of the whole party will increase or decrease.

VITAL GAIN
One character will receive one vitality point.

BANISHMENT
One character will be sent back to the surface.

RETURN
The whole party will be sent back to the surface.

PRISON
The whole party will be sent to the prison room.

GUARD OFF
All the guard machines on the floor will be removed.

WARNING
Increase the number of guard machines on the floor.

DOPPELGANGER
Fight with a cloned group of your party.

EMERGENCY
All doors on the floor will open or close.

RESET
The area will be reconstructed and the party will be sent back to the elevator.

BATTLE

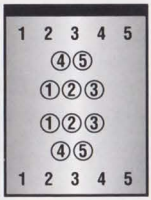
When the guard machines find you, monsters will be transported there and a battle will commence. When a door is opened, monsters will occasionally appear, and battles will begin. Once a battle commences, the scene switches to battle mode. Battles are automatic and advance in real time. If you want to change the commands for your characters, open the battle menu, by pressing the A button and changing the commands.

You might be able to escape by pulling both the LEFT and RIGHT triggers during a battle. (You won't succeed every time.)

HP WILL BE SHOWN AS FOLLOWS:

Rear monsters
Front monsters

Front party characters
Rear party characters



BATTLE COMMANDS

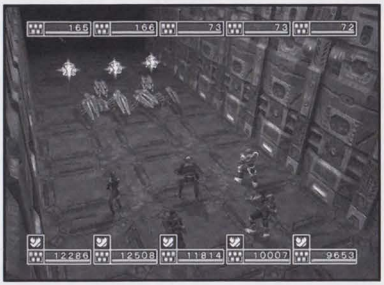
ATTACK Attack with equipped weapons.
SPELL Cast spells.
ITEM Use items.
GUARD Defend yourself.

- Your character will automatically perform the action assigned to them until they are told otherwise.
- When you change a character's command they will try to perform it on their next available turn.
- Some commands like spells take longer for a character to perform.
- ATTACK and GUARD won't change until commands are changed. After SPELLS and ITEMS are used, commands will default to ATTACK for the front characters and the rear characters with guns. Rear characters without guns will be commanded to GUARD.

Combination Attack
This special 'Combination Attack' can seriously damage monsters. This may happen when certain weapons and certain spells with the same attributes are used within a certain period of time. The power of this attack depends on the power of the two characters.

(Please Note)
The same kind of battle may be experienced in a 'TRIAL BATTLE.'

CHARACTER POSITION AND RANGE OF WEAPONS



The party will be automatically divided into the front and the rear. The front characters have more chance of being directly attacked, so the aggressive characters, such as FENCER and STRIKER, are more suitable than CASTER or ANALYZER for these positions.

Each weapon has its range, and only guns have a long range. With other weapons, you'll only be able to attack the front monsters. To attack the rear monsters, or to attack from the rear, you must use guns or spells.

When the front characters are all defeated, the rear characters will automatically move up to the front.

Range of Attacks

	Your Party	Enemy
Short-range weapon	Front	Front
Long-range weapon	Rear	Rear
Spell/Item	Rear	Rear

If rear characters do not have guns, they cannot 'ATTACK' until the front characters are all defeated.

CHANGE IN STATUS

Characters may be damaged during battles and traps. It is advisable to recover as soon as possible. Otherwise, you may not be able to continue your search in the dungeon.

Types of damage and ways to recover

POISON
HP will decrease at certain periods of time. This can be cured with spells, items, and at the DOCK.

PARALYZE
A character won't be able to move during a battle.This will disappear after a certain length of time or when the battle's over. A character can also be able healed with spells or items.

FREEZE
A character won't be able to move during a battle, and it will lose HP at certain periods of time. Over a certain length of time or when the battle is over, this will disappear. A character may also be healed with spells or items.

SILENCE
Characters won't be able to use spells during battles. This disappears after a certain length of time or when the battle's over. A character can also be healed with spells or items.

WEAKNESS
A targeted character will lose one point from one of its function parameters every time its turn comes up in battle. The character will be cured over a certain period of time or when the battle's over. It can also be cured with spells or items. However, the character will continue losing function parameter points until returning to the surface. It can only be healed with items in the dungeon.

PANIC
Your command will be ignored, and the character will attack either one of the enemy or even one of your own party members. This will disappear over a certain length of time or when the battle is over. This can also be cured with spells and items.

CHARM
Your command will be ignored, and the character will attack one of your own party members. This will disappear over a certain length of time or when the battle is over. This can also be cured with spells and items.

DOWN
Your character's HP will become 1, and it won't be able to move. This can be cured with spells, items, or at the DOCK. You won't be able to recover HP, simply by canceling 'DOWN.'

DEATH
A character will not be able to move. This can be cured with spells, items, or at the DOCK. However, if you use spells or items, you will lose one vitality ('VIT') point. If your vitality is 0, your character can only recover at the DOCK.

CHARACTER DEATH AND PARTY ANNIHILATION

When a character's HP becomes 0 during a battle, the character will die. He/she remains dead until being revived. (Returning to the surface won't revive them) A character's HP can also become 0, when being damaged by traps and poison while walking around in the dungeon.

The character can be revived at the DOCK or by using spells or items. When spells or items are used to revive a character, one point will be lost from its vitality. Characters whose vitality is already at 0 cannot be revived within the dungeon.

When your characters are all dead or stopped by 'DOWN,' your party is defeated. They will be stored in the area preservation room.

Other parties (parties of 4 or less) can go to the preservation room and take the stored characters into their party.

When you've been defeated, you return to the surface and create a new party. If you have created the maximum number of characters and have lost all of them, you can delete characters in 'REGISTRY' and create new characters.

Your characters will not be lost in the dungeon, as long as you delete them in the 'REGISTY.' Their icons will distinguish your characters in the preservation room.

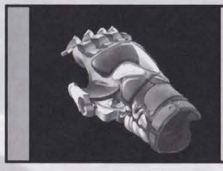
ITEMS

There are a total of 775 items: WEAPONS, PROTECTION, PARTS, PACS, GEMS, and BOOTY.

You'll find some of them at the 'TRADE BOOTH' in the ground facilities, but you have to search in the dungeon to find most of them. Basically, you'll be able to find items in containers within the dungeon, but you must win the battles to obtain some of these.

SWORDS
These are short-range weapons. FENCER, BROADER, GLADIATOR, SPELL FIGHTER, and SUPERBROADER can be equipped with swords.

HAMMERS
These are short-range weapons. FENCER, BROADER, GLADIATOR, and SUPERBROADER can be equipped with Hammers.



KNUCKLES
These are short-range weapons. STRIKER, BROADER, GLADIATOR, ARTS RANGER, and SUPERBROADER can be equipped with Knuckles.

RODS
These are short-range weapons. CASTER, BROADER, SPELL FIGHTER, SAGE, and SUPERBROADER can be equipped with Rods. They have only light power, but extra effects can accompany them.

GUNS
These are long-range weapons. These are the only weapons you can use to directly attack from the rear. ANALYZER, BROADER, ARTS RANGER, SAGE, and SUPERBROADER can be equipped with Guns.

PROTECTION
You may choose from 7 kinds. Some of them can only be used with certain weapons. Example: STRIKER and CASTER cannot be equipped with head guards. You may only use a shield when you are equipped with a sword.

HEADGUARD
This protects the head. With the exception of STRIKER and CASTER, all characters can be equipped with Head guards.

ACCESSORIES
These raise your character's resistance. They are worn around the neck. All types of characters can be equipped with Accessories.

SHOULDERGUARD
These protect the shoulders. With the exception of ANALYZER, CASTER, SAGE, and SPELL FIGHTER, all characters can be equipped with Shoulder guards.

BREASTGUARD
These protect the upper body. All types of characters can be equipped with Breast guards.

SHIELDS
This is held in a character's left hand. FENCER, BROADER, GLADIATOR, SPELL FIGHTER, and SUPERBROADER can be equipped with Shields. They can only be equipped with a Shield when they have no weapons or are equipped with swords.

GLOVES
These protect the lower arms. With the exception of FENCER, STRIKER, GLADIATOR, and ARTS RANGER, all characters can be equipped with gloves.

BOOTS
These protect the legs. All types of characters can be equipped with boots.

PARTS
There are three kinds of parts: spell chips to use for spells, fortify units to raise function parameters, and circuits to change types.

SPELL CHIP
To use a spell, you must have the specific spell chip. All spell chips have specific function parameters to be carried. Your character(s) must have the necessary parameters or higher to carry spell chips. *Example: Your 'ASP' has to be more than 5 to carry SC Burna.Your 'DSP' has to be more than 10 to carry SC Recoab.*

FORTIFY UNIT
These raise function parameters. All types of characters can be equipped with Fortify units.

CIRCUIT
Use for changing character types. Each type has a different circuit.

PACS
There are two kinds of PACS: 'SPELL PAC' and 'DOPE PAC.' PACS are cylinder-shaped containers, with different kinds of effects.

SPELL PAC
A pac containing spell effects. These are effective in direct attacks, indirect attacks, attack support, and recovery.

DOPE PAC
As with Fortify Unit, this increases the abilities of characters. These can only be used within the Dungeon. They are not effective on the surface.

GEMS
Valuable stones (jewelry/crystals/spiritual stones). Most of them have only monetary value, however some of them are effective under special conditions.

BOOTY
Items you may find after defeating monsters. You'll be able to exchange them for money. Since they won't help you in the dungeon, you'd better sell them right away.

ADVANCE INTO THE DEEPEST PART OF THE DUNGEON!

Successfully seal up the 'Gods of Magic,' however…

The goal in 'METAL DUNGEON' is to seal up the 'Gods of Magic,' hiding in the deepest part of the dungeon. The game will be cleared when you defeat the 'Gods of Magic' and seal the Demon Lord up.

However, if there are spells and items you haven't seen, go back to the ENTRANCE with your party. Something will be waiting for you…

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The Protectors of all that is good...

are ready to open a can of whup-ass on all that is evil.

You've been summoned by the White Wizards into a deadly game of kill or be killed. The bravest of the brave, you must protect the three 'Towers of Elements' from an army of Orks, Lizard Men and demons sent by the Lord of the Underworld. And that's just before lunch. You'll need to sharpen your sword on Mad Ravens, Goblins, Zombies and other hideous creatures before you get to take a whack at the Dark Lord himself. But, fear not, because the more scumbags you annihilate, the more tricks you'll stuff up your sleeve and the more magical Black Stones you collect, the more deadly you become... It all makes for an interesting journey through the mythical land of Zedan.

- SIMULTANEOUS MULTI-PLAYER (1-4) REAL TIME ACTION THROWS YOU INTO 26 PERILOUS LEVELS OF NON-STOP SWORD PLAY AND BLOOD-LETTING.
- COLLECT WEAPONS, SPELLS AND MAGICAL STONES AS YOU DO AWAY WITH A DARK ARMY WHO WANTS TO ENSLAVE YOUR WORLD.
- WARRIOR OR WARLOCK, ARCHER OR THIEF. CHOOSE YOUR CHARACTER, RAISE YOUR WEAPON AND BEGIN YOUR QUEST TO BATTLE THE DARK LORD AND SAVE THE WORLD OF ZEDAN.

BlackStone

MAGIC & STEEL

TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

ONLY ON XBOX

XPEC Entertainment

XICAT INTERACTIVE

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